

IN THE CLAIMS:

Please amend the claims as follows:

1. (currently amended) A method for streaming of media from a streaming
5 server (111) to a mobile client device (101) over an air-interface, wherein the
method comprises:
receiving streaming media in the client device from the streaming server over
the air interface, and
requesting the streaming server (111) to send streaming media which the
10 mobile client device (101) is not able to receive due to a cell reselection.
2. (original) A method according to claim 1, wherein the streaming server is
provided with a starting point at which to start sending.
- 15 3. (original) A method according to claim 1, wherein streaming server (111) sends
the streaming media which the mobile client device (101) is not able to receive
due to said cell reselection as well as a remaining portion of streaming media in
response to the request.
- 20 4. (original) A method according to claim 1, wherein the cell reselection comprises
a cell reselection period during which the mobile client device (101) is not able to
receive streaming media, the method comprising:
sending from the mobile client device (101) to the streaming server (111),
after the cell reselection period, a resending request which requests the streaming
25 server (111) to resend streaming media which the mobile client device (101) was
not able to receive during the cell reselection period.

5. (original) A method according to claim 4, wherein the resending request is generated according to RTSP protocol (Real Time Streaming Protocol).
6. (original) A method according to claim 4, wherein the resending request is implemented by an RTSP PAUSE/PLAY message pair.
7. (original) A method according to claim 1, wherein the streaming media is temporarily stored in a temporary store (240), such as a buffer, at the client device (101) before playing.
8. (original) A method according to claim 7, wherein the temporary store (240) has a size longer in time than a cell reselection period.
9. (original) A method according to claim 7, wherein the streaming server is requested to send streaming media at a rate higher than the playing rate of that media so as to increase a degree of fullness of the temporary store (240).
10. (original) A method according to claim 9, wherein a bandwidth or desired transmission bit rate with speeding factor is communicated to the streaming server (111) in a request.
11. (original) A method according to claim 9, wherein the streaming media is stored at the mobile client device (101) at a rate higher than the playing rate.
12. (original) A method according to claim 9, wherein the streaming server (111) is subsequently requested to resume an original configuration.

13. (original) A method according to claim 7, wherein a degree of fullness of the temporary store (240) decreases during the cell reselection, and the streaming server is requested to send the not received streaming media although the temporary store (240) has not become totally empty, and said requesting is performed without pausing playback at the mobile client device (101).
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14. (original) A method according to claim 1, wherein the streaming server has a set of media streams available for transmission in which the same media content has been encoded at different bit rates.
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15. (original) A method according to claim 14, wherein information on the available set of media streams is beforehand communicated to the mobile client device (101) in a streaming session setup.
- 15 16. (original) A method according to claim 15, wherein the streaming server (111) is requested to switch from sending a higher bit rate media stream to sending a lower bit rate media stream at an increased speed.
- 20 17. (currently amended) A method according to ~~any preceding~~ claim 1, wherein the streaming media comprise one of the following: a video stream, an audio stream, another stream of single media, a multimedia stream.
- 25 18. (currently amended) A method according to ~~any preceding~~ claim 1, wherein the streaming server (111) sends streaming media to the mobile client device (101) via a mobile communications network.

19. (currently amended) A method according to ~~any preceding~~ claim 1, wherein the mobile communications network comprises a mobile packet radio network, such as a GPRS (General Packet Radio Service) network.
- 5 20. (currently amended) A method according to ~~any preceding~~ claim 1, wherein said cell reselection is performed between two base stations (BS1, BS2) which are selected from a group comprising: base stations belonging to a GPRS system, base stations belonging to a third generation mobile communications system.
- 10 21. (currently amended) A mobile client device (101) including means for receiving streaming media from a streaming server (111) over an air-interface, the mobile client device (101) further comprising:
means (220, 230, MCU) for requesting the streaming server (111) to send streaming media which the mobile client device (101) is not able to receive due to
15 a cell reselection.
22. (original) A streaming server (111) for sending streaming media to a mobile client device (101) over an air-interface, the streaming server (111) comprising:
means (350) for receiving a request requesting the streaming server (111) to
20 send streaming media which the mobile client device (101) is not able to receive due to a cell reselection; and
means (320, 330, CPU) for acting upon the received request.
23. (original) A system comprising a streaming server (111) and a mobile client
25 device (101), for streaming of media from the streaming server (111) to the mobile client device (101) over an air-interface, the system comprising, at the mobile client device (101):

means (220, 230, MCU) for requesting the streaming server (111) to send streaming media which the mobile client device (101) is not able to receive due to a cell reselection, the system further comprising, at the streaming server (111):

means (350) for receiving the request; and

5 means (320, 330, CPU) for acting upon the received request.

24. (currently amended) A computer program stored on a computer readable medium and executable in a mobile client device (101), the computer program comprising:

10 program code for causing the mobile client device (101) to request the streaming server (111) to send streaming media which the mobile client device (101) is not able to receive due to a cell reselection.

25. (currently amended) A computer program stored on a computer readable medium and executable in a streaming server (111), the computer program comprising:

15 program code for causing the streaming server (111) to receive a request requesting the streaming server (111) to send streaming media which the mobile client device (101) is not able to receive due to a cell reselection; and

20 program code for acting upon the received request.